THE KING OF FIGHTERS '97

Weak Punch • Weak Kick • Strong Punch • Strong Kick	A • B • C • D
Roll • Dodge	A B
Knockdown	C D
Guard Cancel Roll • Attack	block A B • C D
Emergency Evade	knocked A B
Team Assistance	grabbed • dizzy A B C
Retreat • Forward Dash • Run	← ← • → → • → →

CHEATS

Play as '94 Kyo Kusanagi	hold START A • D

Put the cursor on Kyo Kusanagi at the character select screen

Play as Orochi Iori	hold START ← → ← → ← → A C

Put the cursor on Iori at the character select screen

Play as Orochi Leona	hold START ↑ ↓ ↑ ↓ ↑ ↓ B D

Put the cursor on Leona at the character select screen

Play as the Orochi Team	hold START ↑ ← ↓ → ↑ ↓ B C

Must either have Orochi Iori or Orochi Leona code done first

ADVANCED MODE

Activate Power Gauge	A B C
Throw Escape	thrown A B
Long Jump	↙ ~ ↘ . ↖ ~ ↗
Short Hop • Jump	tap • dash ↖ ~ ↗

Desperation Move

Needs 1 POW Bar, life not red. Becomes a Super Desperation Move when POW is activated

EXTRA MODE

Power Gauge Charge	A B C

Desperation Move

Needs full POW or life is red. Becomes a Super Desperation Move if both.

KYO KUSANAGI

Hatsu Gane	close ← • → C
Issetsu Neoi Nage	close ← • → D
Ge Shiki: Gou Fuyou	→ B
88 Shiki	↘ D
Ge Shiki: Naraku Otoshi	air ↓ C
100 Shiki: Oni Yaki	A • C
910 Shiki: Nue Tumi	A • C
202 Shiki: Koto Tsuki You	B • D
707 Shiki: Koma Ho Furi	B • D
75 Shiki: Kai	B B • D D
114 Shiki: Ara Kami	A
↳ 128 Shiki: Kono Kizu	A • C
↳ 127 Shiki: Yano Sabi	A • C
↳ 125 Shiki: Nanase	B • D
↳ Ge Shiki: Migiri Ugashi	A • C
115 Shiki: Doku Kami	C
↳ 401 Shiki: Tsumi Yomi	A • C
↳ 402 Shiki Batu Yomi	→ A • C
Ura 108 Shiki: Orochi Nagi	A • C
Saishuu Kessen Ougi Mu Shiki	A • C
↳ Desperation Taunt	C tap

GORO DAIMON

Takara Tsubishi	→ A
Zujo Barai	↘ C
Juuji Shime	close ← • → C
Tsukami Tataki Tsuke	not too close ← • → C
Okuri Ashi Barai	close ← • → D
Jirai Shin	↻ A • C
Feint with C	
Chô Ousoto Gari	close ↻ B • D
Chô Ukemi	↺ B • D
Nekko Gaeshi	counter ↻ B • D
Kumo Tsukami Nage	⟲ A
Kiri Kabu Gaeshi	⟲ C
Tenchi Gaeshi	close ⟲ → A • C
Ura Nage	⟲ → B • D
Jigoku Gokuraku Otoshi	close ⟲ ⟲ A • C
Arashi no Yama: Nekko Meki	⟲ ⟲ B • D
↳ Zoku Kiri Kabu Gaeshi	⟲ B • D
↳ Bukko Meki Ura Nage	↻ A • C

BENIMARU NIKAIDO

Flying Drill	air ↓ D
Jack Knife Kick	→ B
Spinning Knee Drop	air close ← • ↓ • → C • D
Catch and Shoot	close ← • → C
Front Suplex	close ← • → D
Rai Jin Ken	air ↻ A • C
Shinkuu Katategoma	⟲ A • C
Super Inazuma Kick	↻ B • D
Iai Geri	↻ B • D
↳ Handou Sandan Geri	↓ ↑ B • D
Handou Sandan Geri	⟲ B • D
Benimaru Coleda	close ⟲ → A • C
Rai Koô Ken	↻ ↻ A • C
Elec-Trigger	close ⟲ ⟲ A • C

TERRY BOGARD

Move	Input
Back Knuckle	→ A
Rising Upper	↘ C
Grasping Upper	close ← • → C
Buster Throw	close ← • → D
Power Wave	↓↘→ A • C
Burn Knuckle	↓↙← A • C
Crack Shoot	↓↙← B • D
Rising Tackle	→↓↘ A • C
Power Dunk	→↓↘ B • D
Power Charge	←↙↓↘→ B • D
Power Geyser	↓↙← ←↙↓↘→ A • C
High Angle Geyser	↓↘→ ↓↘→ B • D

ANDY BOGARD

Move	Input
Jou Agito	→ B
Gou Rin Kai	close ← • → C
Kakaekomi Nage	close ← • → D
Hishôken	↓↙← A • C
Shôryûdan	→↓↘ A • C
Kûhadan	←↙↓↘→ B • D
Geki Heki Hai Sui Shou	close ←↙↓↘→ A • C
Zaneiken	↙ → A • C
↳ Ga Dan Kou	↓↘→ A • C
Genei Shiranui	air ↓↘→ ↗ B • D
↳ Genei Shiranui Shimo Agito	→ A • C
↳ Genei Shiranui Uwa Agito	→ B • D
Chô Reppadan	↓↙← ←↙↓↘→ B • D
Hisho Ryusei Ken	↓↘→ ↓↘→ A • C

JOE HIGASHI

Slide Kick	↘ B
Low kick	→ B
Hiza Jigoku	close ← • → C
Leg Throw	close ← • → D
Hurricane Upper	↻ A • C
Tiger Kick	↷⇥ B • D
Slash Kick	↻ B • D
Ôgon no Kakato	↶ B • D
Bakuretsu Ken	A • C tap
↳ Bakuretsu Finish	↷ A • C
Screw Upper	↷ ↷ A • C
Baku Retsu Hurricane Tiger Kakato	↷ ↻ A • C

RYO SAKAZAKI

Hyouchuu Wari	→ A
Tami Otoshi	close ← • → C
Tomoe Nage	close ← • → D
Koô Ken	↷ A • C
Mou Ko Rai Jin Gou	↶ A • C
↳ Kohô	↷⇥ A • C
Mou Ko Rai Jin Setsu	↷ B • D
Kohô	↷⇥ A • C
Hien Shippû Kyaku	↻ B • D
Kyokugenryû Ranbu Ken	close ↻ A • C
Haô Shôkô Ken	→ ↻ A • C
Ryûko Ranbu	↷ ↻ A • C
Tenchi Haoh Ken	↷ ↷ A • C

ROBERT GARCIA

Ryuu Han Shuu	→ B
Ryuuchou Kyaku	close ← • → C
Kubikiri Nage	close ← • → D
Ryû Geki Ken	↓↘→ A • C
Ryûga	→↓↘ A • C
Hien Shippû Kyaku	←↙↓↘→ B • D
Kyokugenryû Ranbu Kyaku	close ←↙↓↘→ B • D
Hien Ryuu Jin Kyaku	air ↓↙← B • D
Ryuu Zan Shou	→↓↘ B • D
Haô Shôkô Ken	→ ←↙↓↘→ A • C
Ryûko Ranbu	↓↘→ →↘↓↙← A • C
Muei Shipû Juudankyaku	↓↘→ ↓↘→ B • D

YURI SAKAZAKI

En Yoku	→ B
Tsubame Otoshi	air close ← • ↓ • → C • D
Oni Harite	close ← • → C
Sairento Nage	close ← • → D
Koô Ken	↓↘→ A • C
Rai Koô Ken	↓↘→ B • D
Kuu Ga	→↓↘ A • C
↳ Ura Kuu Ga	→↓↘ C

With C version of Kuuga

Hien Senpû Ken	↓↙← A • C
Hien Senpû Kyaku	↓↙← B • D
Hyaku Retsu Binta	←↙↓↘→ A • C
Haô Shôkô Ken	→ ←↙↓↘→ A • C
Hien Hôô Kyaku	↓↘→ →↘↓↙← B • D
Hien Rekkou	↓↘→ ↓↘→ A • C

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LEONA HEIDERN

Move	Condition	Input
Heidern Inferno		← • ↓ • → C • D
(throw) Leona Crush	close	← • → C
(throw) Ordeal Buckler	close	← • → D
Baltic Launcher		← → A • C
Moon Slasher		↓ ↑ A • C
Ground Saber		← → B • D
↳ Gliding Buster Ground Saber		→ D
With D version of Ground Saber		
I Slasher		↺ A • C
V Slasher	air	↻ ↺ A • C
Gravity Storm		↻ ↻ A • C
Rebel Spark		↺ ↻ B • D

RALF JONES

Move	Condition	Input
(throw) Dynamite Head Butt	close	← • → C
(throw) Northern Light Bomb	close	← • → D
Vulcan Punch		A • C tap
Can move with →		
Gatling Attack		← → A • C
Kyukoka Bakudan Punch		↓ ↑ A • C
Kûchû Kyukoka Bakudan Punch	air	↻ A • C
Ralf Kick		← → B • D
Super Argentine Back Breaker	close	↻ B • D
Bari Bari Vulcan Punch		↻ ↺ A • C
Umanori Vulcan Punch		↺ ↻ B • D
Galactica Phantom		↻ ↻ A • C

CLARK STILL

Move	Input
Stomping	→ B
Death Lake Drive	air close ← • ↓ • → C • D
Nageppanashi German	close ← • → C
Fisherman Buster	close ← • → D
Vulcan Punch	A • C tap
Can move with →	
Napalm Stretch	A • C
↳ Flashing Elbow	A • C
Frankensteiner	B • D
↳ Flashing Elbow	A • C
Rolling Cradle	A • C
↳ Flashing Elbow	A • C
Super Argentine Back Breaker	close B • D
↳ Flashing Elbow	A • C
Ultra Argentine Back Breaker	close A • C
Running Three	B • D

ATHENA ASAMIYA

Move	Input
Psychic Shoot	air close ← • ↓ • → C • D
Super psychic Throw	close C
Bit Throw	close ← • → C
Psychic Throw	close ← • → D
Ren Kan Tai	→ B
Phoenix Bomb	air ↓ B
Psycho Ball	A • C
Phoenix Arrow	air A • C
Psycho Sword	air A • C
Psycho Teleport	B • D
Psycho Reflector	B • D
Shining Crystal Bit	← A • C
↳ Cancel	A B C D
↳ Crystal Shoot	A • C
Phoenix Fang Arrow	air A • C

CHIN GENTSAI

Sui Ho Hyoutan Shuu	→ A
(throw icon) Gou Ishuu	close ← • → C
(throw icon) Gyaku Ashi Nage	close ← • → D
Hyoutan Geki Jaku	↺ A
Hyoutan Geki Kiou	↺ C
Ryuu Rin Hou Rai	↻z A • C
Chô Shuu Riku Gyo	↓ ↘ → A • C
Kaiten Teki Kuu Totsu Ken	↻ B • D
Suikan Kan Ou	↻ A • C
↳ Cancel	A B C D
↳ Chô Shuu Riku Gyo	→ A • C
↳ Kaiten Teki Kuu Totsu Ken	→ B • D
Bogetsu Sui Can move with ← or →	↺ B • D
↳ Cancel	A B C D
↳ Kaiten Teki Kuu Totsu Ken	→ B • D
↳ Ryuu Ja Hanhou	↑ B
↳ Rigyo Hanhou	↑ D
Gou Ran Enpou	↻ ↻ A • C
Gou En Shourai	↻ ↺ A • C

SIE KENSOU

Ko Bokute	→ A
Gosen Tai	→ B
Hakkei	close ← • → C
Tomoe Nage	close ← • → D
Chô Kyuu Dan	A • C
Ryuu Sou Geki	air A • C
Ryuu Renda	close A • C tap

You can tap C multiple times

Ryuu Ren Ga Chi Ryu	A
Ryuu Ren Ga Ten Ryu	C
Ryuu Gaku Sai	B • D
Shin Ryuu Tenbu Kyaku	B
Shin Ryuu Seiou Rekkyaku	D
Sen Ki Hakkei	close A • C
Niku Man O Kuu	A • C

Fake during MAX MODE

CHIZURU KAGURA

Rei Getsu	close ← • → C
Kaiten	close ← • → D
100 Katsu: Tenjin no Kotowari	A • C
212 Katsu: Shinsoku no Norito	A • B • C • D
↳ 212 Katsu: Shinsoku no Norito Ten Sui	A • B • C • D
202 Katsu Otsu Shiki: Choumon no Isshin	A • B • C • D
106 Katsu: Tamayura no Shitsune	A • C
Ichimen Ikkatsu San Rai no Fui Jin	A • C
Ichimen 85 Katsu: Reigi no Ishizue	B • D

MAI SHIRANUI

Yume Sakura	air close ← ↓ → C • D
Shiranui Gou In	close ← • → C
Fuusha Kuzushi	close ← • → D
Benitsuru no Mai	↘ B
Kachôsen	↻ A • C
Ryuuenbu	↺ A • C
Hisho Ryu En Jin	↻ B • D
Chijou Musasabi no Mai	↓ ↑ A • C hold
hold A or C to attack	
Kûchû Musasabi no Mai	air ↺ A • C
Hissatsu Shinobibachi	↻ B • D
Hakuro No Mai	↻ A • C
Chô Hissatsu Shinobibachi	↺ ↻ B • D
Hôô no Mai	↺ ↺ A • C

KING

Sliding Kick	↘ D
Hold Rush	close ← • → C
Hook Buster	close ← • → D
Venom Strike	↻ B • D
Double Strike	↻ ↻ B • D
Tornade Kick	↻ B • D
Mirage Kick	↻ B • D
Surprise Rose	↻ A • C
Trap Shot	↻ B • D
Illusion Dance	↻ ↻ B • D
Silent Flash	↺ ↺ B • D

KIM KAPHWAN

Neri Chagi	→ B
Dora Yup Chagi	→ A
Kubi Kiwame Otoshi	close ← • → C
Sakkyaku Nage	close ← • → D
Hi En Zan	↓ ↑ B • D
↳ Tensôzan	↓ D
Only with D version of Hi En Zan	
Kûsajin	↓ ↑ A • C
Han Getsu Zan	↺ B • D
Hishô Kyaku	air ↻ B • D
Ryûsei Raku	← → B • D
Hôô Kyaku	↺ ↻ B • D
Hôô Tenbu Kyaku	air ↻ ↻ B • D

CHOI BOUNGE

Toorima Geri	→ B
Zujou Sashi	close ← • → C
Geketsu Tsuki	close ← • → D
Tatsumaki Shipû Zan	↓ ↑ A • C
Hishô Kuu Retsu Zan	↓ ↑ B • D hold
hold C or D to attack	
↳ Houkou Ten Kan	any direction with A • B • C • D
Can be followed twice	
Senpû Hi En Shitoshi	← → B • D
↳ Houkou Ten Kan	any direction with A • B • C • D
Can be followed twice	
Kaiten Hi En Zan	← → A • C
Hishô Kyaku	air ↻ B • D
Shin! Chouzetsu Tatsumaki Shinkuu Zan	↻ ↻ A • C
Can move with ← or →	
Hôô Kyaku	↻ ↻ B • D

CHANG KOEHAN

Move	Command
Hiki Nige	↘ A
Hagangeki	close ← • → C
Kusari Jime	close ← • → D
Dai Hakai Nage	close ⟲ → C
Tekkyu Dai Kaiten	A • C tap
Can move with ← or →	
↳ Cancel	A B C D
Tekkyu Fun Sai Geki	← → A • C
Tekkyu Hi En Zan	↓ ↑ B • D
Tekkyu Dai Bousou	⟳ ⟲ A • C
Tekkyu Dai Assatsu	⟳ ⟳ A • C

YASHIRO NANAKASE

Move	Command
Step Side Kick	→ B
Lever Blow	close ← • → C
Hatchet Throw	close ← • → D
Upper Duel	⟳ A • C
Sledgehammer	⟲ A • C
Missile Might Bash	⟲ A • C
Jet Counter	⟳ A • C
Million Bash Stream	⟲ ⟳ A • C
Final Impact	⟳ ⟳ A • C
↳ Power up	A • C hold

SHERMIE

Move	Command
Shermie Stand	→ B
Shermie Flash: Original	close ← • → C
Front Flash	close ← • → D
Shermie Whip	close ⟳ B • D
Shermie Shoot	⟳ B • D
Axle Spin Kick	⟲ B • D
Shermie Spiral	close ⟳ A • C
Shermie Flash	close ⟳ ⟳ A • C
Shermie Carnival	close ⟳ ⟳ A • C

CHRIS

Spinning Array	→ A
Step Turn	close ← • → C
Aerial Drop	close ← • → D
Slide Touch	A • C
Glider Stomp	air B • D
Hunting Air	B • D
Shooting Dancer Thrust	A • C
Shooting Dancer Step	B • D
Chain Slide Touch	A • C
Twister Drive	B • D

RYUJI YAMAZAKI

Bussashi	→ A
Shime Age	close ← • → C
Bun Nage	close ← • → D
Badukan Pachiki	close A • C
Hebi Tsukai Gedan	A hold
Hebi Tsukai Chûdan	B hold
Hebi Tsukai Uwadan	C hold
↳ Hebi Damashi	D
Sabaki no Aikuchi	A • C
Baigaeshi Deflects projectiles	A • C
Suna Kake	B • D
Sado Maso	counter B • D
Guillotine	A • C
Yondan Drill	close A • C

BLUE MARY

Hammer Arch	→ A
Climbing Arrow	↘ B
Back Drop (throw)	close ↻ A • C
Victor Nage (throw)	close ← • → C
Head Throw (throw)	close ← • → D
M. Spider	↷ A • C
Spin Fall	↷ B • D
Straight Slice	← → B • D
↳ M. Crab Clutch	↷ B • D
M. Head Buster	counter ↶ B
Stun Gun Smasher	counter ↶ D
Vertical Arrow	Z B • D
↳ M. Snatcher	Z B • D
M.Typhoon	close ↻ ↻ B • D
M. Splash Race	↷ ↻ A • C
M. Dynamite Swing	↷ ↷ B • D

BILLY KANE

Dai Kaiten Geri	→ A
Boukou Tobi Geri	→ B
Jigoku Otoshi (throw)	close ← • → C
Ippon Zuri Nage (throw)	close ← • → D
Senpû Kon	A tap
Shuuten Ren Ha Kon	C tap
Senen Satsu Kon	Z A • C
San Setsu Kon Chu Dan Uchi	↻ A • C
↳ Kaen San Setsu Kon Chu Dan Tsuki	↷ A • C
Kyôshû Hishô Kon	Z B • D
Ka Ryuu Tsuigeki Kon	counter ↶ B
Sui Ryuu Tsuigeki Kon	counter ↶ D
Chô Kaen Senpû Kon	↷ ↻ A • C
Dai Senpû	↷ ↷ A • C

IORI YAGAMI

Ge Shiki: Yumebiki	→ A A
Ge Shiki: Goufu in Shinigami	→ B
Ge Shiki: Yuri Ori	air ← B
Sakahagi	close ← • → C
Saka Sakahagi	close ← • → D
108 Shiki: Yami Barai	qcf A • C
127 Shiki: Aoi Hana	qcb A • C x3
100 Shiki: Oni Yaki	dp A • C
212 Shiki: Koto Tsuki In	hcf B • D
Kuzu Kaze	close hcf A • C
Kin 1201 Shiki: Ya Otome	qcf hcb A • C
Ura 108 Shiki: Ya Sakazuki	qcb hcf A • C

SHINGO YABUKI

Ge Shiki: Gou Fu Kakkodake	→ B
Hachi Tetsu	close ← • → C
Issetsu Seoi Nage Fukanzen	close ← • → D
114 Shiki: Ara Kami Mikansei	qcf A • C
115 Shiki: Oni Yaki Mikansei	dp A • C
101 Shiki: Oboro Guruma Mikansei	qcb B • D
Shingo Kick	hcf B • D
Ge Shiki: Kake Hou Rin	qcf qcf A • C
Burning Shingo	qcb hcf A • C

'94 KYO KUSANAGI

Ge Shiki: Naraku	air ↓ C
Ge Shiki: Gou Fu You	→ B
Hatsu Gane	close ← • → C
Issetsu Seoi Nage	close ← • → D
88 Shiki	↘ D
108 Shiki: Yami Barai	qcf A • C
100 Shiki: Oni Yaki	dp A • C
101 Shiki: Oboro Guruma	rdp B • D
Ura 108 Shiki: Orochi Nagi	qcb hcf A • C hold

OROCHI YASHIRO

Bu	→ B
Baku	close ← • → C
Beki	close ← • → D
Odoru Daichi	close ↻ A • C
Nigaru Daichi	close ↻ → A • C
Musebu Daichi	↻ B • D
Kujiku Daichi	↻ A • C
Ankoku Jigoku Gokuraku Otoshi	close ↻ ↻ A • C
Araburu Daichi	close ↻ ↻ A • C
Hoeru Daichi	close ↻ ↻ A • C

OROCHI SHERMIE

Kourai	→ B
Bakurai	close ← • → C
Enrai	close ← • → D
Mugetsu no Raiun	↻ A • B • C • D
Yatanagi no Muchi	↻ A • C
Sajitsu no Odori	↻ B • D
Raijin no Tsue	air ↻ B • D
Ankoku Rai Koô Ken	↻ ↻ A • C
Shukumei, Genei, Shinshi	↻ ↻ B • D

OROCHI CHRIS

Muyou no Oni	→ A
Chi no Batsu	close ← • → C
Ten no Tsumi	close ← • → D
Taiyou o Iru Honoo	↻ A • C
Kagami o Hofuru Honoo	↻ A • C
Shishi o Kamu Honoo	close ↻ A • C
Tsuki o Tsumu Honoo	↻ A • C
Ankoku Orochi Nagi	↻ ↻ A • C
Daichi o Harau Gouka	↻ ↻ A • C

OROCHI

Move	Input
Invisible Throw	← • → C • D
Black Projectile	↻ A
Forward Shield	↻ B
Upward Shield	↻ C
Cancel Attack	↻ D
During a normal attack	
Lightning Strike	↻ A • C • B • D
Bright Light	↺ A • C
Soul Stealer	↻ A • C

OROCHI LEONA

Move	Input
Heidern Inferno	← • ↓ • → C • D
Leona Crush	close ← • → C
Ordeal Buckler	close ← • → D
Baltic Launcher	← → A • C
Moon Slasher	↓ ↑ A • C
Ground Saber	← → B • D
↳ Gliding Buster Ground Saber	→ D
With D version of Ground Saber	
I Slasher	↺ A • C
V Slasher	air ↻ ↻ A • C
Gravity Storm	↻ ↻ A • C
Rebel Spark	↺ ↻ B • D

OROCHI IORI

Move	Input
Ge Shiki: Yumebiki	→ A A
Ge Shiki: Goufu in Shinigami	→ B
Ge Shiki: Yuri Ori	air ← B
Sakahagi	close ← • → C
Saka Sakahagi	close ← • → D
108 Shiki: Yami Barai	↻ A • C
127 Shiki: Aoi Hana	↺ A • C x3
100 Shiki: Oni Yaki	↻ A • C
212 Shiki: Koto Tsuki In	↻ B • D
Kuzu Kaze	close ↻ A • C
Kin 1201 Shiki: Ya Otome	↻ ↻ A • C
Ura 108 Shiki: Ya Sakazuki	↺ ↻ A • C